GAMING
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GAMER

15th November 2024

FARCRY

Franchise Special

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FARCRY

Franchise Special

FARCRY GAMER

Time Line

2004 Far Cry

2005 Far Cry Instincts

2006 Far Cry Instincts: Evolution

2006 Far Cry Instincts: Predator

2006 Far Cry Vengeance

2008 Far Cry 2

2012 Far Cry 3

2013 Far Cry 3: Blood Dragon

2014 Far Cry 4

2016 Far Cry Primal

2018 Far Cry 5

2019 Far Cry New Dawn

2021 Far Cry 6

FARCRY

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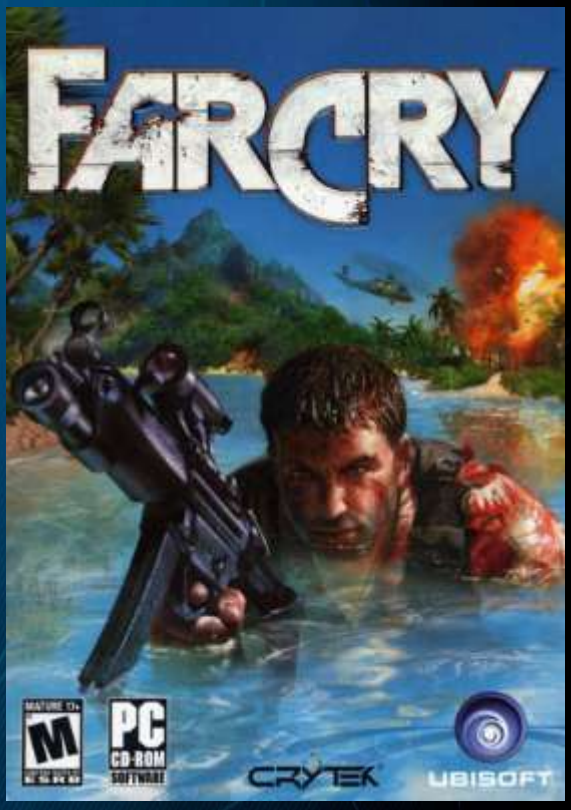
Far Cry is a 2004 first-person shooter game developed by Crytek and published by Ubisoft.



It is the first installment in the Far Cry franchise.

Set on a mysterious tropical archipelago, the game follows Jack Carver, a former American special operations forces operative, as he searches for journalist Valerie Constantine, who accompanied him to the islands but went missing after their boat was destroyed by mercenaries.

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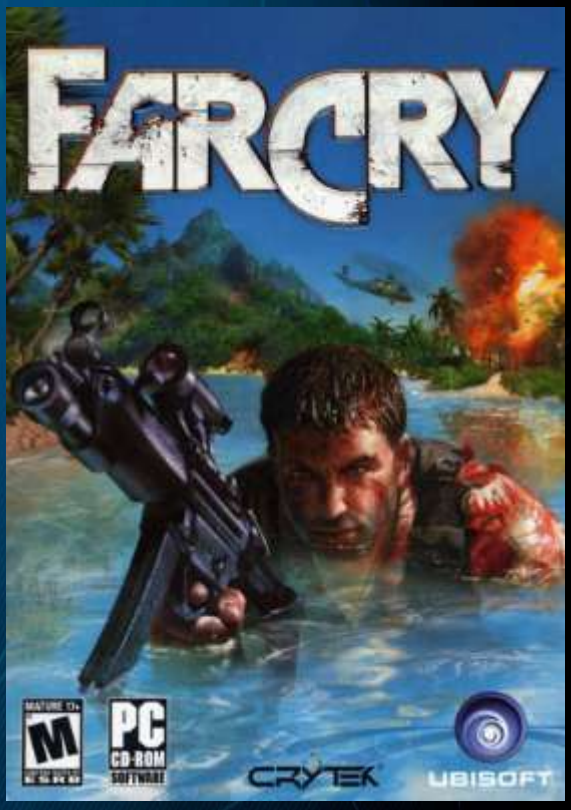
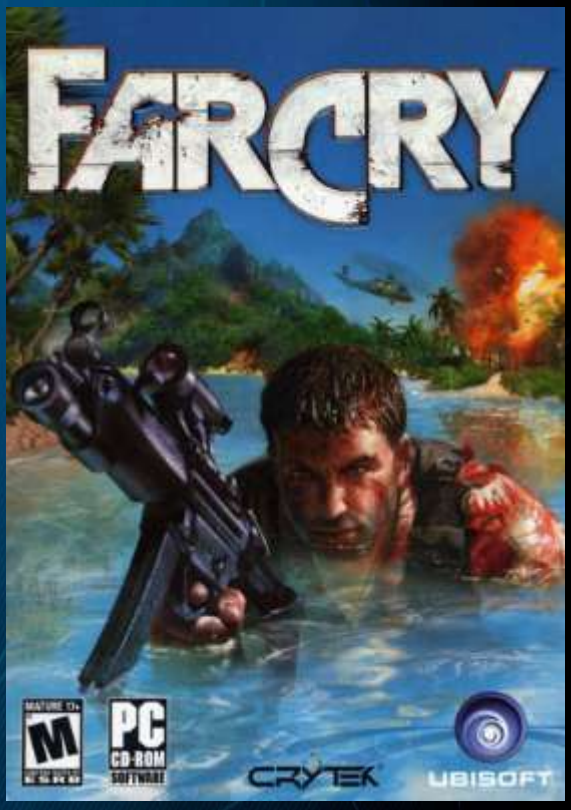
As Jack explores the islands, he begins to discover the horrific genetic experiments being conducted on the local wildlife and must confront the mad scientist behind them.



Far Cry was released for Microsoft Windows in March 2004 to generally positive reviews.

FARCRY

FARCRY GAMER



Far Cry was released for Microsoft Windows in March 2004 to generally positive reviews.

The game was also a commercial success, selling over 730,000 units within four months of release and over 2.5 million units in its lifetime.

The success of Far Cry led to a series of standalone sequels developed by Ubisoft, starting with Far Cry 2 in 2008.

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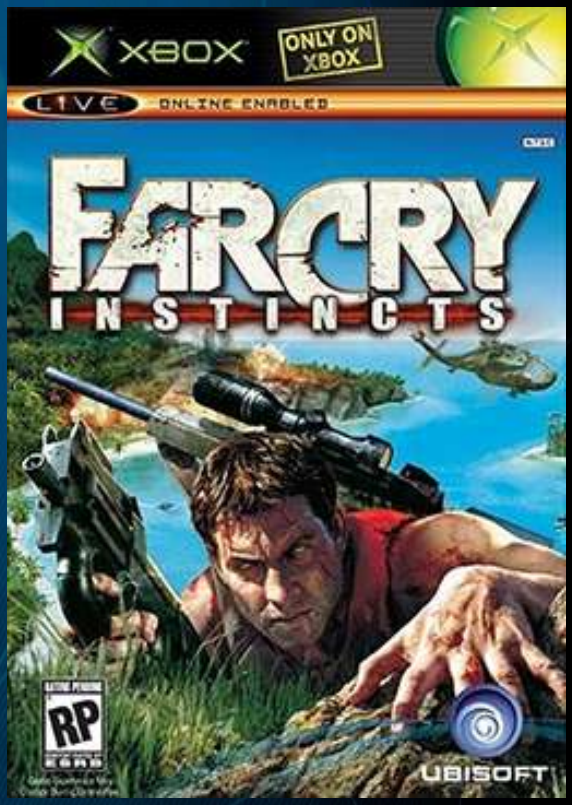
Far Cry Instincts is a 2005 first-person shooter game developed and published by Ubisoft for the Xbox.



A remake of the original Microsoft Windows version of Far Cry, Instincts is less open-ended and more linear, due to the console's reduced processing power which prevents the full rendering of the Windows version's vast islands and landscape.

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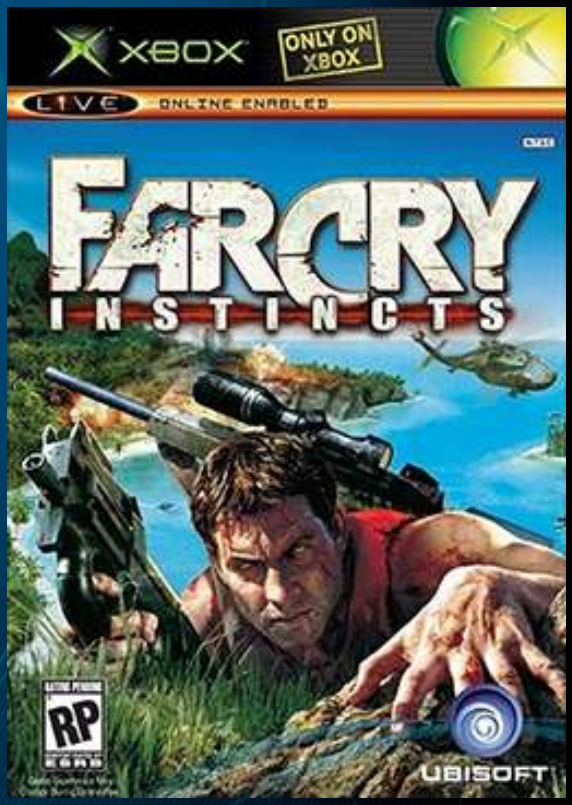

However, Instincts adds new multiplayer modes, weapons, and 'feral abilities', the latter being reflected in the modified story line.

Ports of the game for the PlayStation 2 and Game Cube were also planned, but were ultimately canceled.

Instincts received generally positive reviews from critics.

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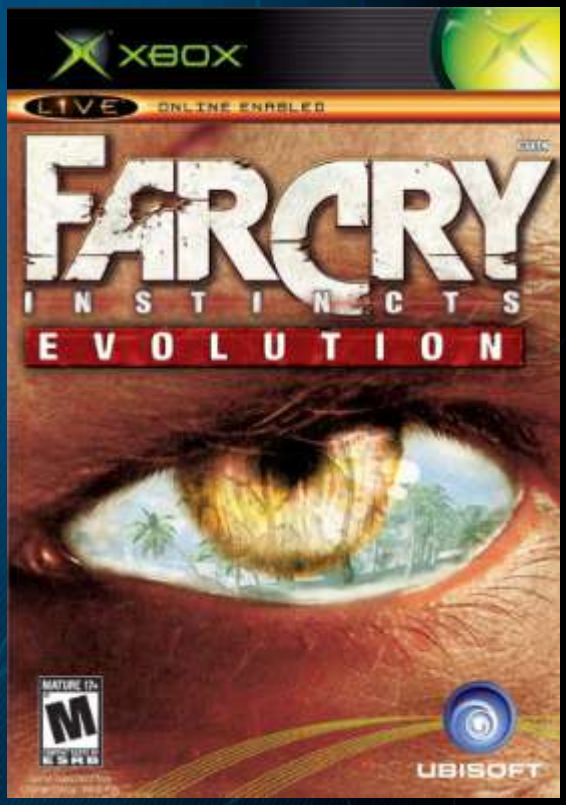

Far Cry Instincts: Evolution is a sequel to the original Far Cry Instincts, released for the Xbox on March 27, 2006.

In this game, players continue their adventure as Jack Carver, navigating a tropical paradise that ironically serves as his prison.

The Evolution story offers a new single-player campaign, a bit shorter than its predecessor's.

Expect top-notch visuals, expanded multiplayer options, a map editor, and new weapons, vehicles, and abilities.

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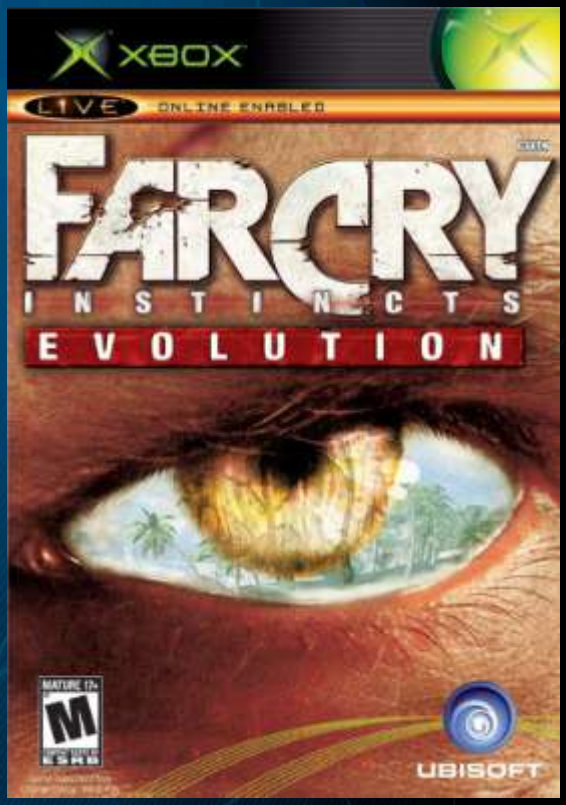
While it may not fully live up to the original's pedigree, it still provides an enjoyable experience for fans of the series.



Far-Cry Instincts Evolution received generally positive reviews from critics.

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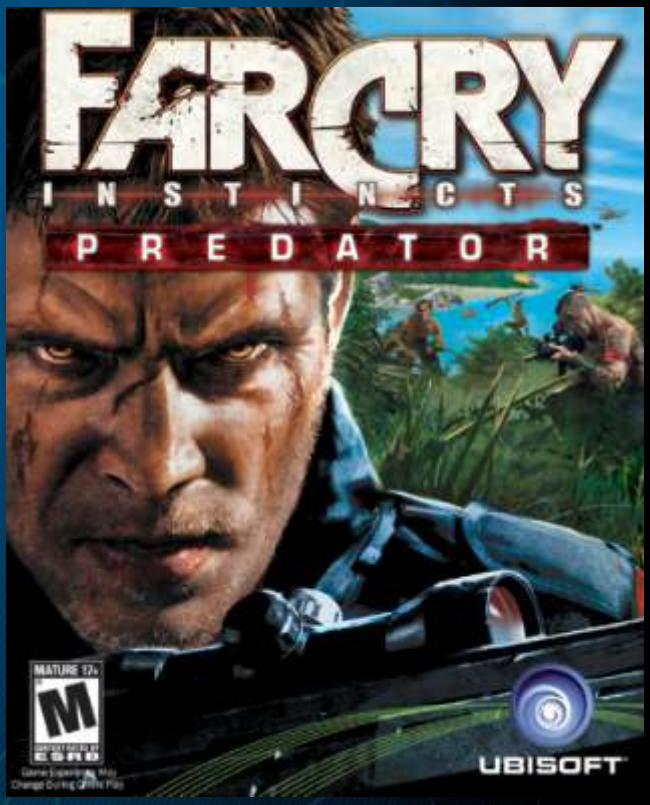
2006 Far Cry Instincts: Predator



Far Cry Instincts Predator for the Xbox 360 combines two games: the original Xbox Far Cry Instincts and a new eight-map Evolution mode.

While it's similar to the newly released Far Cry Instincts Evolution offers graphical upgrades.

The game features a few new weapons, vehicles, and improvements to the map editor.

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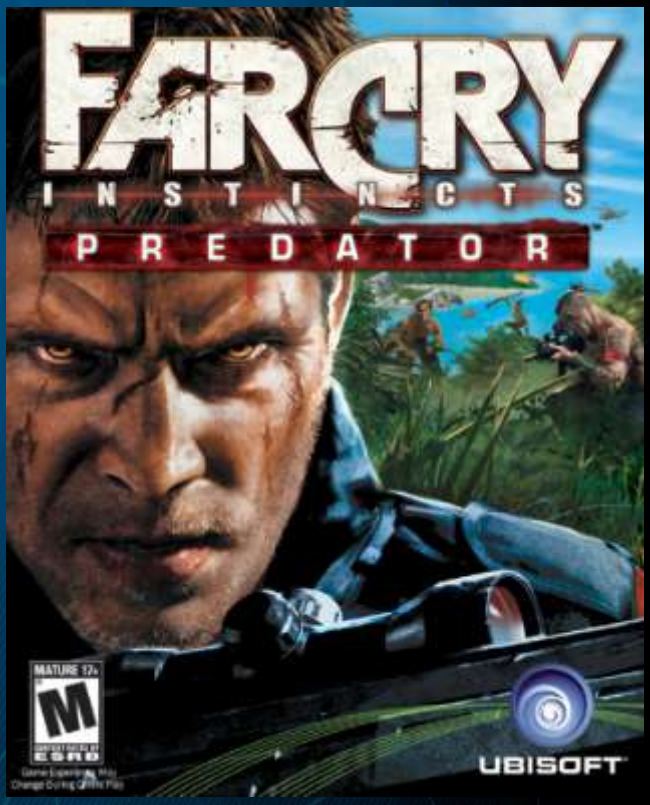
In the Evolution mode, you'll immediately start with feral abilities like enhanced senses, speed, and strength.



Far Cry Instincts Predator received generally positive reviews from critics.

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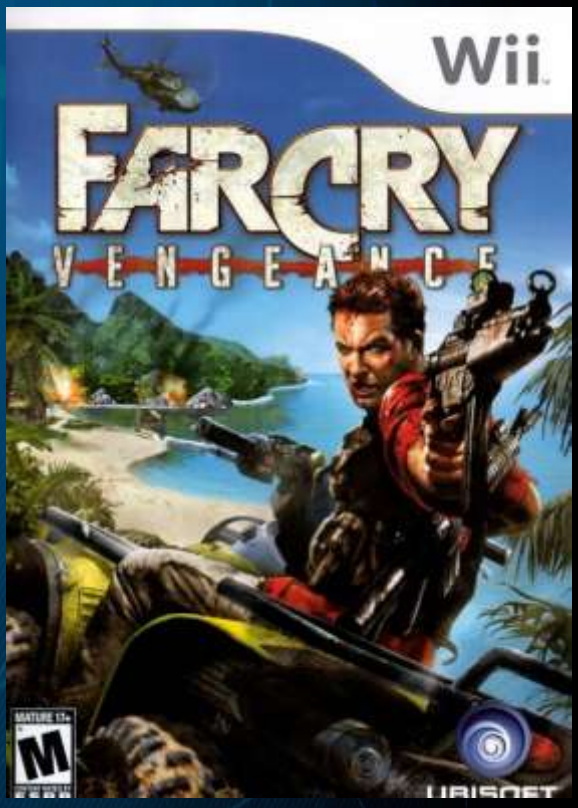
Far Cry Vengeance is a 2006 first-person shooter game developed by Ubisoft Montreal and published by Ubisoft for the Wii.



It is a remake of Far Cry Instincts: Evolution, originally released for the Xbox, and features changed controls, new weapons and vehicles, and three additional levels.

The game received largely negative reviews for its graphics.

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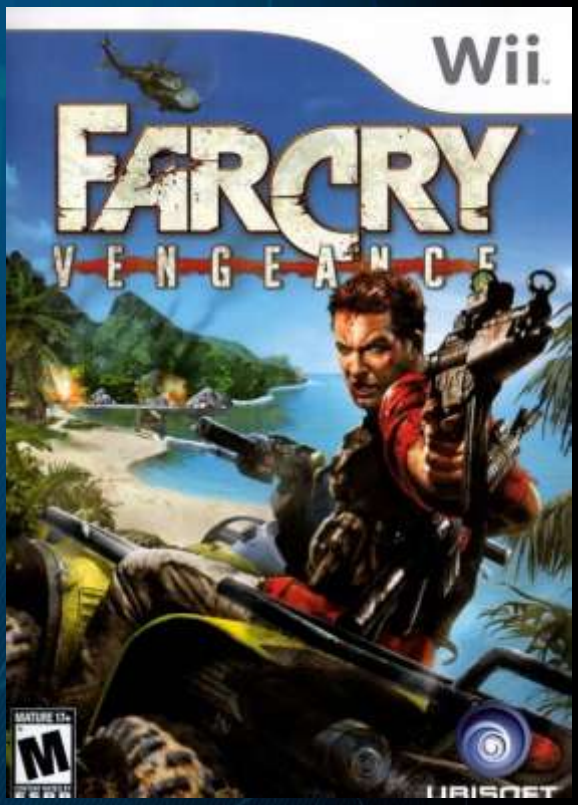
Vengeance features some exclusive content not present in the original version of Far Cry Instincts: Evolution, including three new levels, three multiplayer maps, and new weapons, such as the Bull .44 large-caliber revolver, the AK-47, and a shotgun.



FARCRY

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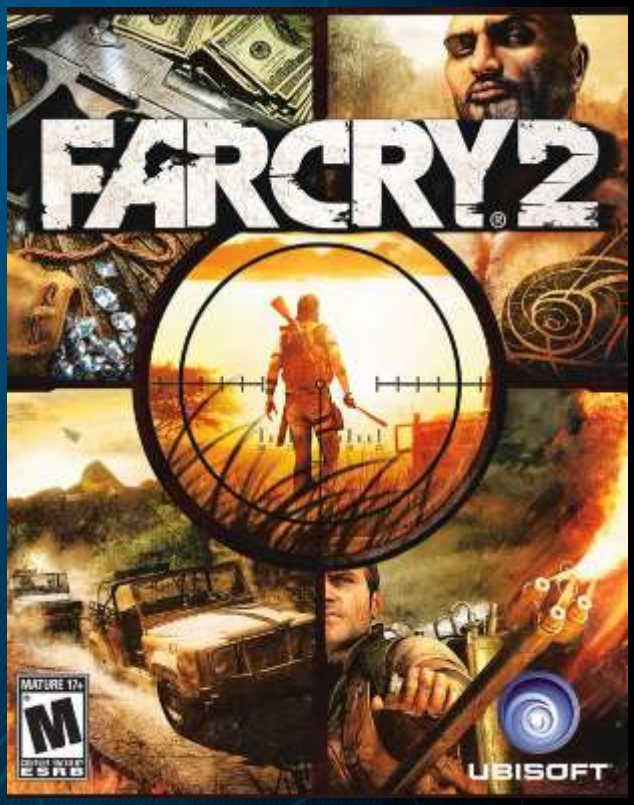
2008 Far Cry 2



Far Cry 2 is a 2008 first-person shooter developed by Ubisoft Montreal and published by Ubisoft for Microsoft Windows, PlayStation 3 and Xbox 360.

FARCRY2

It is the second mainline entry in the Far Cry series.

Set in a fictional African country engulfed in civil war, the story-line follows a mercenary who is assigned to kill the Jackal, a weapons dealer inflaming the conflict.

FARCRY

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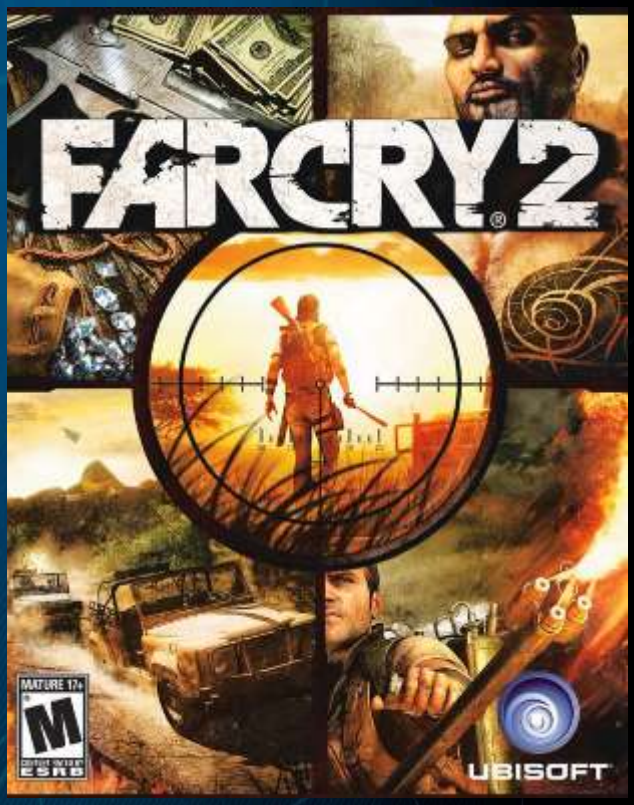
Far Cry 2 received positive reviews from critics, with praise for its setting, open-ended gameplay, Buddies, world design and visuals; however, its writing, artificial intelligence and technical issues received negative attention.



FARCRY 2

FARCRY

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2008 Far Cry 3

Far Cry 3 is a 2012 first-person shooter game developed by Ubisoft Montreal and published by Ubisoft. It is the third main installment in the Far Cry series after Far Cry 2.

The game takes place on the fictional Rook Islands, a tropical archipelago which can be freely explored by players.

Gameplay focuses on combat and exploration.

FARCRY

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Gameplay focuses on combat and exploration.

Players can use a variety of weapons to defeat human enemies and hostile wildlife, and the game features elements found in role-playing games such as skill trees and experience.

After a vacation goes awry, protagonist Jason Brody must save his friends, who have been kidnapped by pirates, and escape from the island and its unhinged inhabitants.

FARCRY

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2012 Far Cry 3

Far Cry 3 shipped more than 4.5 million copies to retailers in December 2012.

In October 2014, Ubisoft announced that approximately 10 million copies of the game had been sold.

In January 2013, it became the second-bestselling game, trailing behind Black Ops II.

Far Cry 3 received positive reviews from critics.

FARCRY

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Far Cry 3: Blood Dragon is a 2013 first-person shooter game developed by Ubisoft Montreal and published by Ubisoft.

It is a standalone expansion to Far Cry 3 and the eighth overall installment in the Far Cry franchise.

FARCRY3
BLOOD DRAGON

FARCRY

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Blood Dragon is a retro-futuristic parody of 1980s action films, cartoons and video games, and takes place on an open world island.

Players assume the role of military cyborg Sergeant Rex "Power" Colt.

FARCRY3
BLOOD DRAGON

FARCRY

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Gameplay is largely similar to Far Cry 3, though several systems from the base game were simplified or removed, and it introduces the titular Blood Dragon, a massive dinosaur that fires lasers from its eyes and can be lured to attack enemy garrisons.

FARCRY

FARCRY GAMER

Far Cry 3: Blood Dragon was released for PlayStation 3 on April 30, 2013, and for Windows and Xbox 360 on May 1, 2013.

The game received generally positive reviews upon release, and was praised for its gameplay, soundtrack and its 1980s influence.

FARCRY

but opinions were divided on the game's attempts at humour.

The game was a commercial success for Ubisoft, as it sold 1 million copies by August 2013.

FARCRY3
BLOOD DRAGON

FARCRY GAMER

2014 Far Cry 4

Far Cry 4 is a 2014 first-person shooter game developed by Ubisoft Montreal and published by Ubisoft.

It is the successor to the 2012 video game Far Cry 3, and the fourth main installment in the Far Cry series.

Set in the fictional Himalayan country of Kyrat, the game follows Ajay Ghale, a young Kyrati-American, who becomes caught in a civil war between Kyrat's Royal Army, controlled by the tyrannical king Pagan Min, and a rebel movement called the Golden Path.

FARCRY

FARCRY GAMER

The gameplay focuses on combat and open world exploration; players battle enemy soldiers and dangerous wildlife using a wide array of weapons.

The game features many elements found in role-playing games, such as a branching story-line and side quests.

FARCRY

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The game also features a map editor and both cooperative and competitive multiplayer modes.

Far Cry 4 was released worldwide for PlayStation 3, PlayStation 4, Windows, Xbox 360, and Xbox One in November 2014.

It received mostly positive reviews, with critics praising the open-world design.

FARCRY

FARCRY GAMER

Far Cry Primal is a 2016 action-adventure game developed by Ubisoft Montreal and published by Ubisoft.

It is the tenth installment in the Far Cry series.

Set during prehistoric times, the game follows the story of Takkar, who starts off as an unarmed hunter but will rise to become the leader of a tribe, using his special gift of taming animals.

FARCRY

FARCRY GAMER

Primal adapts the traditional Far Cry formula to its prehistoric setting, replacing modern firearms with primitive weapons like spears, clubs, and bows and arrows.

players can summon animal companions during battles.

Everyday survival is a key aspect of the gameplay, as players have to watch out for both natural predators and rival tribesmen.

FARCRY

FARCRY GAMER

Far Cry Primal was released worldwide for the PlayStation 4 and Xbox One on February 23, 2016.

Far Cry generally received positive reviews from critics, who praised the concept, setting, world design, and the animal-taming mechanic.

Criticism targeted the limited choice of weapons, the story, and what was considered a lack of innovation.

FARCRY

FARCRY GAMER

Far Cry 5 is a 2018 first-person shooter, developed by Ubisoft Montreal and Ubisoft Toronto and published by Ubisoft.

Far Cry 5 is Set in Hope County, a fictional region of Montana, United States.

The game revolves around the Project at Eden's Gate, a doomsday cult that has taken over the county at the command of its charismatic and powerful leader, Joseph Seed.

FARCRY

FARCRY GAMER

Players control an junior deputy sheriff who becomes trapped in Hope County and must work alongside various resistance factions to liberate the region from the despotic rule of the Seeds and Eden's Gate.

Gameplay focuses on combat and exploration players battle enemy soldiers and dangerous wildlife using a wide array of weapons.

The game features many elements found in role-playing games such as a branching story-line and side quests.

FARCRY

FARCRY GAMER

The game also features a map editor, a co-operative multiplayer mode, and a competitive multiplayer mode.

Far Cry 5 was released worldwide for PlayStation 4, Windows, and Xbox One in March 2018.

Far-Cry 5 received mostly positive reviews.

The game was a commercial success selling over 10 million copies by March 2020.

FARCRY

FARCRY GAMER

Far Cry New Dawn is a 2019 first-person shooter game developed by Ubisoft Montreal and published by Ubisoft.

It is a spin-off and sequel to Far Cry 5, and the twelfth overall installment in the Far Cry series.

Far-Cry New Dawn is set seventeen years after one of the endings of Far Cry 5.

FARCRY

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Which saw the fictional Hope County, Montana being devastated by a nuclear exchange known as the Collapse.

The game follows a group of survivors as they attempt to rebuild their community and defeat a gang of vicious bandits.

Players assume the role of a security captain.

Far Cry New Dawn was released for PlayStation 4, Windows, and Xbox One on February 15, 2019.

Far-Cry New Dawn received generally mixed reviews.

FARCRY

FARCRY GAMER

Far Cry 6 is a 2021 first-person shooter game developed by Ubisoft Toronto and published by Ubisoft.

The game is set on the fictional Caribbean island of Yara, ruled as a dictatorship by El Presidente Antón Castillo.

FARCRY

FARCRY GAMER

Players take on the role of guerilla fighter Dani Rojas attempting to topple Castillo and his regime. Gameplay focuses on combat and exploration; players fight enemy soldiers and dangerous wildlife using a wide array of weapons and gadgets.

FARCRY

FARCRY GAMER

The game features many elements found in role-playing games, such as a leveling up system and side quests.

It also features a cooperative multiplayer mode.

FARCRY

FARCRY GAMER

2021 Far Cry 6

Far Cry 6 takes place in 2021 in Yara, a fictional Caribbean island nation inspired by Cuba and ruled by the dictator Antón Castillo.

Far Cry 6 received "mixed or average" reviews from critics, while the Xbox Series X/S version received "generally favorable" reviews.

FARCRY

STAR WARS HUNTERS GAMER

Star Wars: Hunters is a free-to-play player-vs-player competitive arena combat game developed by Zynga for Nintendo Switch, iOS and Android, and released on June 4, 2024.

The game takes place after the fall of the Galactic Empire, featuring a new cast of characters including bounty hunters, rebellion heroes and imperial storm-troopers.

Star Wars: Hunters is a squad-based arena shooter.

Set between the events of Episode VI and Episode VII, players fight in settings inspired by Star Wars locations.

STAR WARS HUNTERS GAMER

The game features characters including a Wookiee warrior, a female Dark Side Force user, a bounty hunter, and an Imperial Stormtrooper.

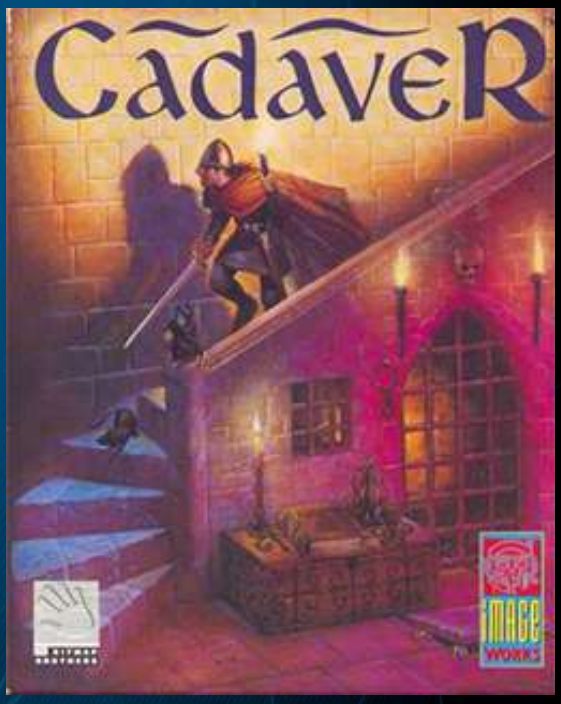
Star wars Hunters is a fun play.

Star wars hunters kinda reminds me of games like Rogue Company and Overwatch.

Cadaver

GAMER

Cadaver is an isometric action-adventure game by the Bitmap Brothers, originally released by Image Works in August 1990, for Atari ST, Amiga, and MS-DOS.



A Mega Drive version was planned but never released.

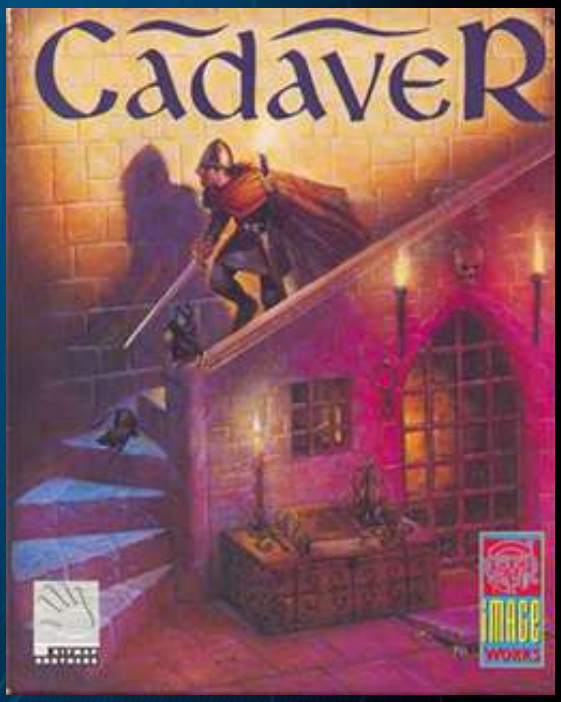
In the game the player controls Karadoc the dwarf.

The game consists of five levels representing different floors of Castle Wulf.

The BITMAP BROTHERS

Cadaver GAMER

Entering the castle via the sewers, Karadoc works his way up from the dungeons, through guard chambers, royal hall, the king's private chambers.



Karadoc's main modus operandi is picking up, throwing, pulling, pushing and stacking objects. By piling up a number of boxes, bones or other items, it is possible to reach higher places.

Karadoc can find and use a small number of weapons such as rocks and shuriken, but puzzles are the main driving force behind the gameplay.

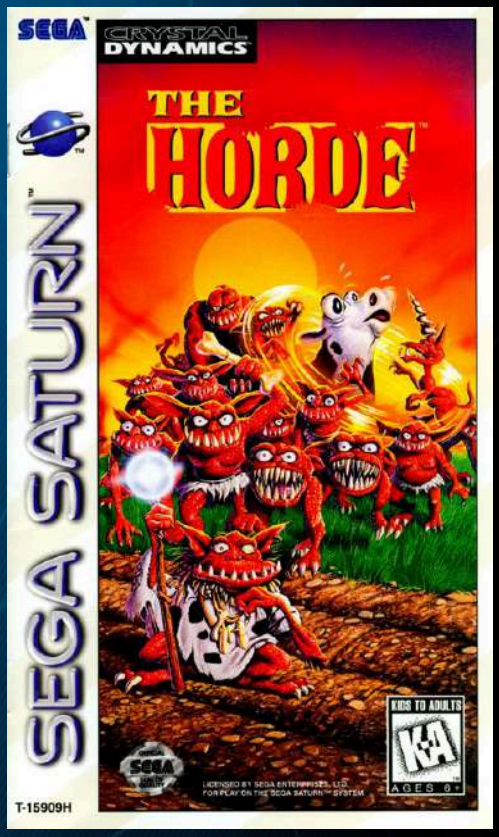
The game was very well received on release.

THE HORDE

SEGA SATURN

GAMER

The Horde is a hybrid action-strategy video game that was originally released for the 3DO Interactive Multiplayer and was ported to the Sega Saturn and DOS.



The player controls a servant boy, Chauncey.

In a fortunate mishap, Chauncey prevents Winthrop the Good, King of Franzpowanki from choking on his meal and is rewarded with a plot of land upon which he may build a self-sustaining town.

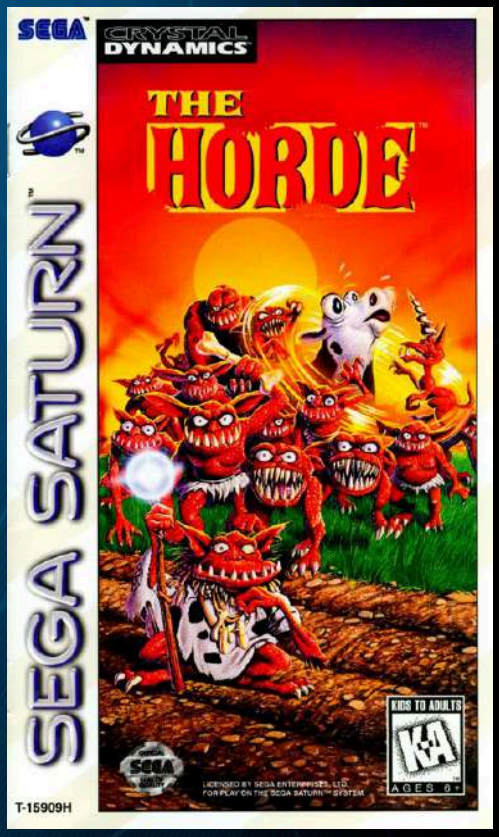
However, the land is under constant attack by "The Horde".

The Horde consists of a number of destructive and hungry red monsters referred to individually as Hordlings.

THE HORDE

SEGA SATURN

GAMER



The Horde has elements of hack and slash, city building, and real-time strategy.

It is played in alternating timed phases. Each season begins with a "build" phase in which the player develops a town with the resources at Chauncey's disposal.

This includes constructing walls, setting traps, chopping down trees, and landscaping.

Buildings, roads, crops, and residents are all added to the town automatically between seasons.

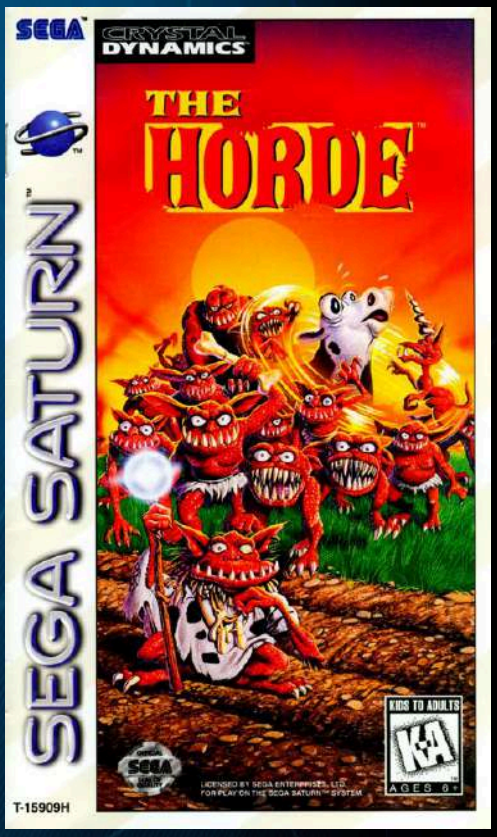
The player is given only two minutes for each build phase.

THE HORDE

SEGA SATURN

GAMER

Then comes the "action" phase, where the player must defend the town from an onslaught of Hordlings with a huge sword, Grimthwacker, and various magical items.

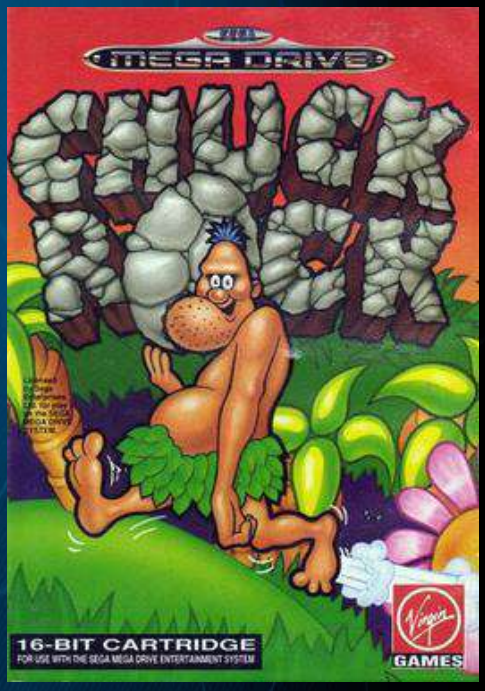


At the end of the action phase, the season has ended and the player receives a report on how well the town has been managed.

The Horde received generally positive reviews.

GAMER

Chuck Rock is a 1991 slapstick side-scrolling platform video game developed and published by Core Design for the Atari ST and Amiga computers.



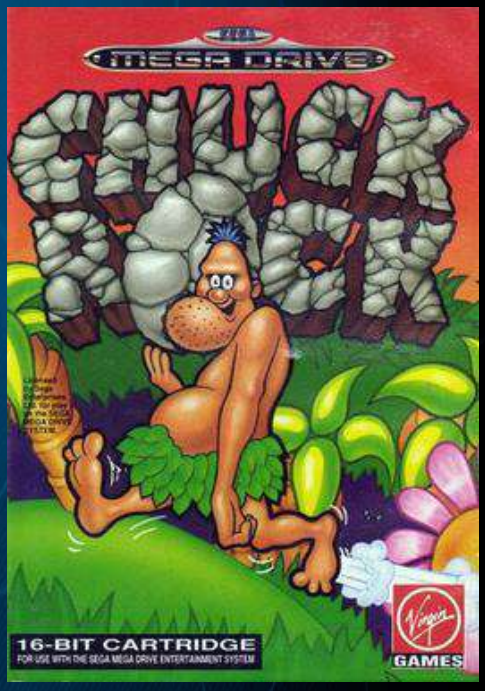
A Commodore 64 port followed in 1992 and an Amiga CD32 version in 1994.

The game was subsequently published by Krisalis Software for the Acorn Archimedes.

Virgin Interactive published the game for the Sega Mega Drive/ Genesis, Master System, and the Game Gear.

Sony Imagesoft published the game for the Sega Mega-CD, Super NES, and Game Boy.

GAMER



The setting of the game is a fictional prehistorical Stone Age-era world that is shared by both neanderthals, woolly mammoth, saber-tooth tigers, dinosaurs, and various assorted wild primeval monsters such as prehistoric mammals, giant insects, human-eating plants.

Chuck Rock is a side-scrolling action-adventure puzzle platformer.

Chuck Rock was one of the best platform games of 1991.

JOUST

GAMER

Joust is an action game developed by Williams Electronics and released in arcades in 1982.

While not the first two-player cooperative video game, Joust's success and polished implementation popularized the concept.

Players assume the role of knights armed with lances and mounted on large birds an ostrich for Player 1, a stork for Player 2, who must fly around the screen and defeat enemy knights riding buzzards.

JOUST

JOUST

GAMER

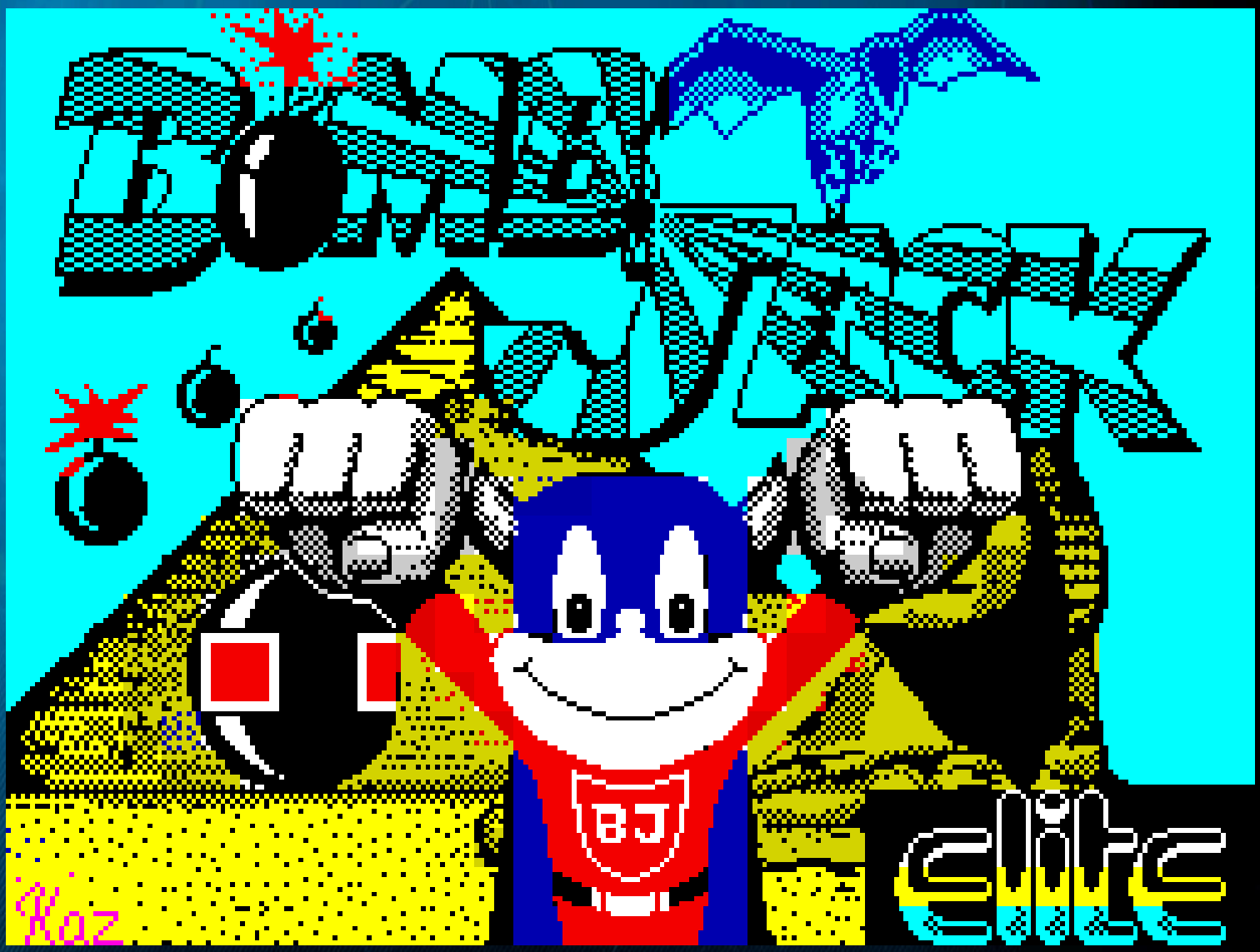
The game was well-received by players and critics, and the mechanics influenced other games.

Joust was ported to numerous home systems.

Joust is Classic arcade game and has earned its place in video game history like other games like Space Invaders and Defender.

JOUST

BOMB JACK GAMER

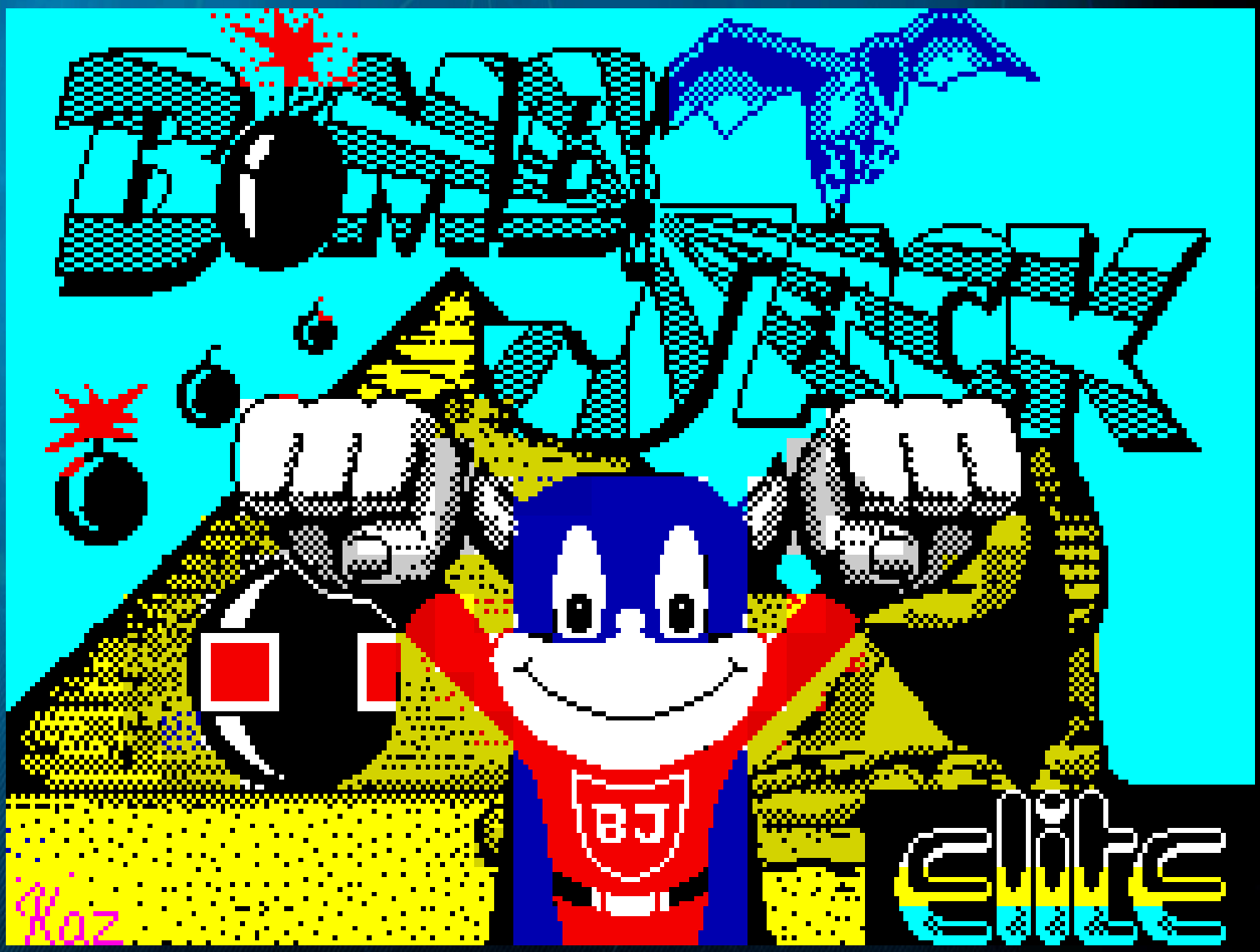


Bomb Jack is a platform game published by Tehkan for arcades and later ported to home systems.

The game was a commercial success for arcades and home computers.

BOMB JACK

BOMB JACK GAMER



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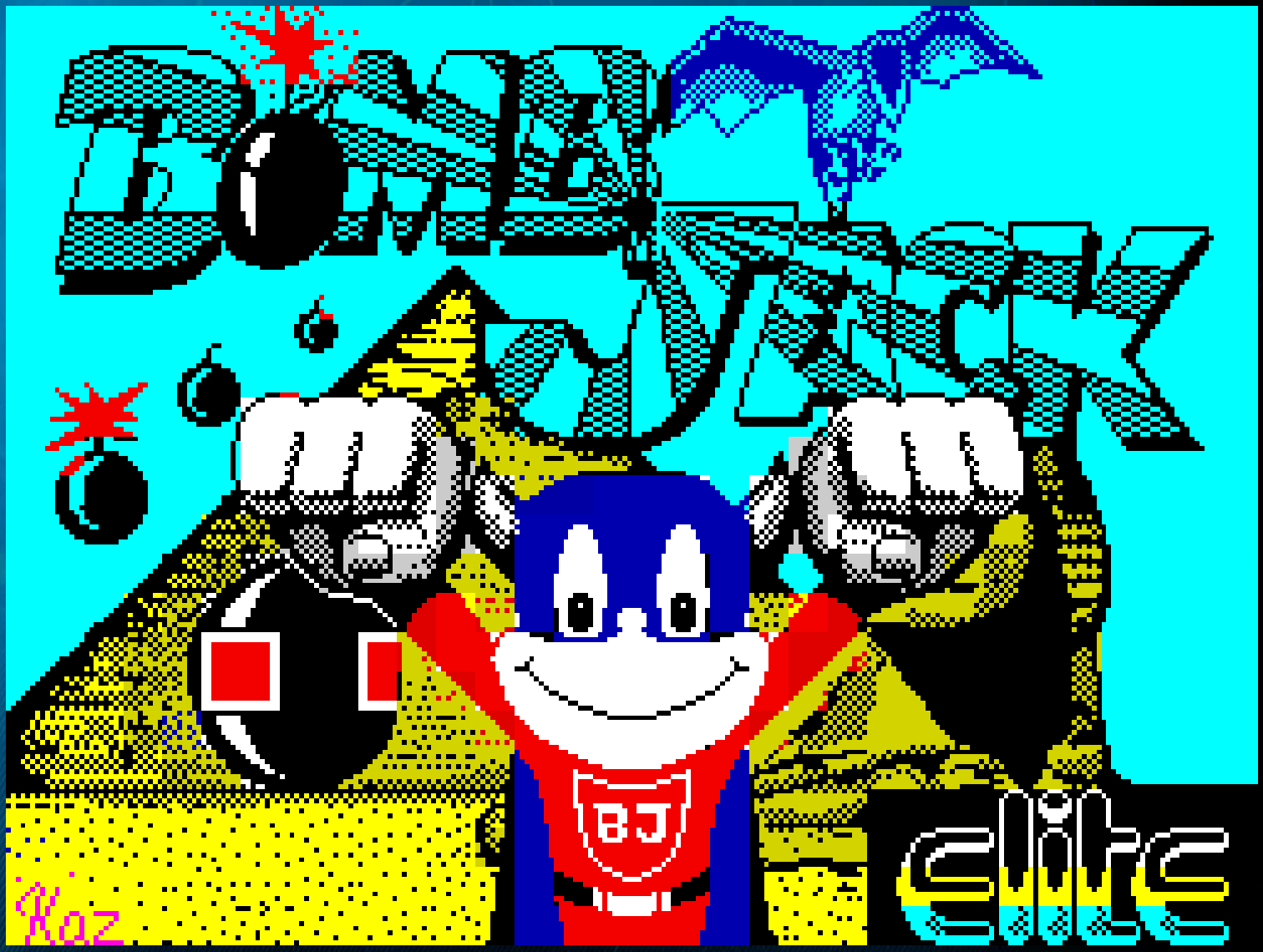


BOMB JACK

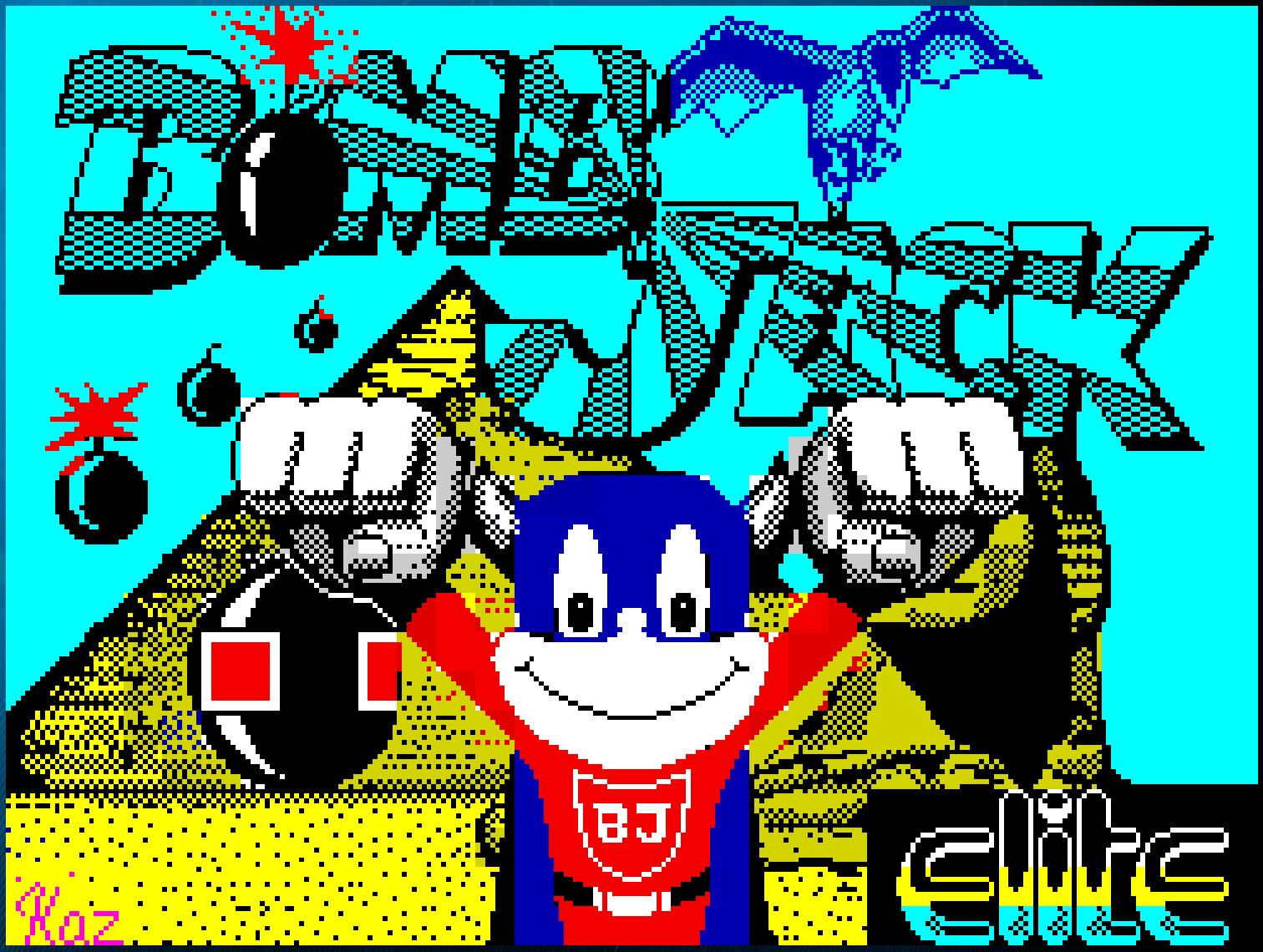
Bomb Jack is a hero who can perform high jumps and float in the air.

His goal is to collect all 24 red bombs on the screen.

The game topped the UK all-formats software sales chart in April 1986.

BOMB JACK

GAMER



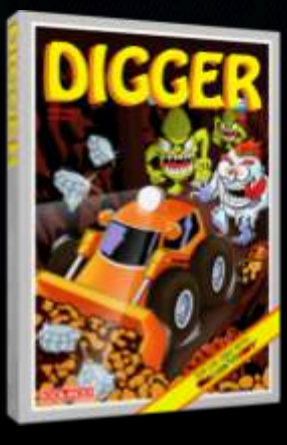
Bomb Jack received above average reviews across the board.

COLECO VISION GAMER

ColecoVision is a second-generation home video-game console developed by Coleco and launched in North America in August 1982.

It was released a year later in Europe by CBS Electronics as the CBS ColecoVision.

The console offered a closer experience to more powerful arcade video games compared to competitors such as the Atari 2600 and Intellivision.

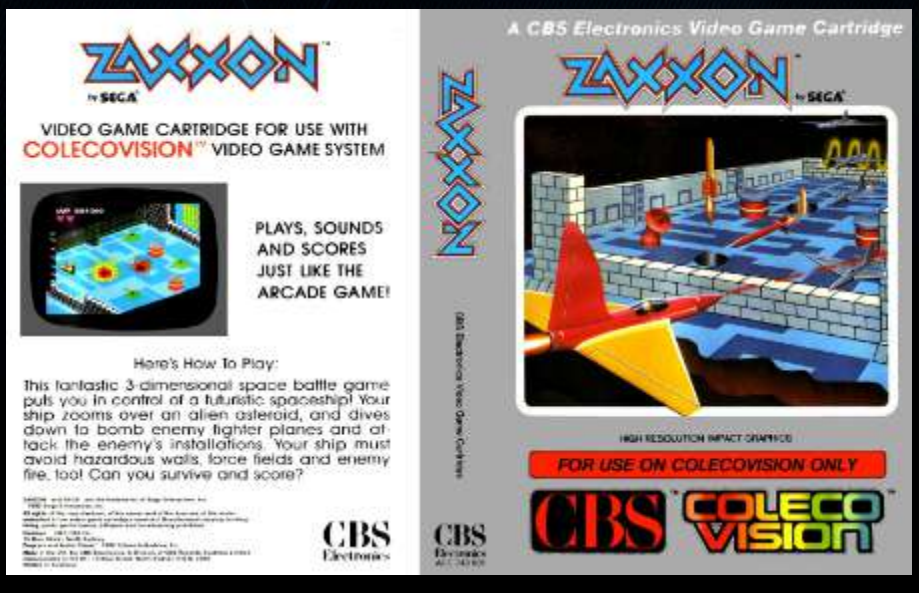


COLECO VISION GAMER

The initial catalog of twelve games on ROM cartridge included the first home version of Nintendo's Donkey Kong as the pack-in game.

Approximately 136 games were published between 1982 and 1984.

Coleco released a series of hardware add-ons and special controllers to expand the capabilities of the console.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CBS Electronics
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ZAXXON
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ZAXXON
HIGH RESOLUTION IMPACT GRAPHICS
FOR USE ON COLECOVISION ONLY
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COLECO VISION

COLECO VISION

GAMER

Expansion Module #1 allowed the system to play Atari 2600 cartridges

ColecoVision's main competitor was the less commercially successful Atari 5200.

COLECO VISION GAMER

A later module converted ColecoVision into the Coleco Adam home computer.

ColecoVision was discontinued in 1985 when Coleco withdrew from the video game market.

The ColecoVision was released in August 1982.

By Christmas 1982, Coleco had sold more than 500,000 units in-part due part to Donkey Kong as a bundled game on release.

The Coleco Vision Console Received Average Reviews Across the Board.

MIRROR'S EDGE™

GAMER

Mirror's Edge is a 2008 first-person action-adventure platform game developed by DICE and published by Electronic Arts.

The game was released for PlayStation 3 and Xbox 360 in November 2008, and for Windows in January 2009.

Set in a near-future city, it follows the story of Faith Connors, an underground parkour courier.

MIRROR'S EDGE™

GAMER

Mirror's Edge features hundreds of first-person animations to convey Faith's movement and interactions with the environment.

Although the game is powered by Unreal Engine 3, a new lighting solution, which is able to reflect colors and create a lot of soft shadows, was created to give the game a unique art style.

MIRROR'S EDGE™

GAMER

The game deliberately makes use of strong primary colors, with outdoor environments predominantly featuring white and distinctively lacking in green.

Upon release, Mirror's Edge received generally positive reviews from critics.

MIRROR'S EDGE CATALYST

GAMER

Mirror's Edge Catalyst is a 2016 first-person action-adventure platform game developed by DICE and published by Electronic Arts.

The game was released for PlayStation 4, Windows, and Xbox One in June 2016.

It is a reboot of the 2008 game that focuses on protagonist Faith Connors.

MIRROR'S EDGE CATALYST

MIRROR'S EDGE CATALYST

GAMER

Mirror's Edge Catalyst was praised the free-running gameplay and visuals.

On December 8, 2023, all servers for Mirror's Edge Catalyst were shut down by EA, leaving all multiplayer game features inoperable and some achievements un-achievable.

MIRROR'S EDGE CATALYST

However, the main story line, side missions, and non-multiplayer achievements are still operational.

Faith Connors is released from prison and meets with fellow runner Icarus.

During a data grab, Faith diverges from her orders and retrieves a valuable hard drive.

MIRROR'S EDGE CATALYST

GAMER

Faith takes the drive to Plastic, a talented hacker, who tells her it contains blueprints for a top-secret project known as Reflection.

Mirror's Edge Catalyst received "mixed or average" reviews from critics.

MIRROR'S EDGE CATALYST

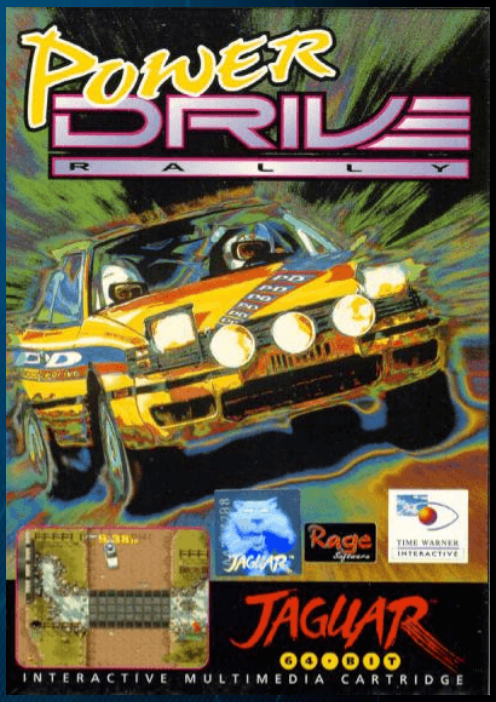
Power Drive Rally

Jaguar 64

GAMER

Power Drive Rally is a 1995 racing video game developed by Rage Software and published by Time Warner Interactive for the Atari Jaguar.

It is a conversion of the 1994 racing game Power Drive, which was released on multiple platforms.



Revolving around rallying, the game features six real vehicles and circuits based on eight locations around the world.

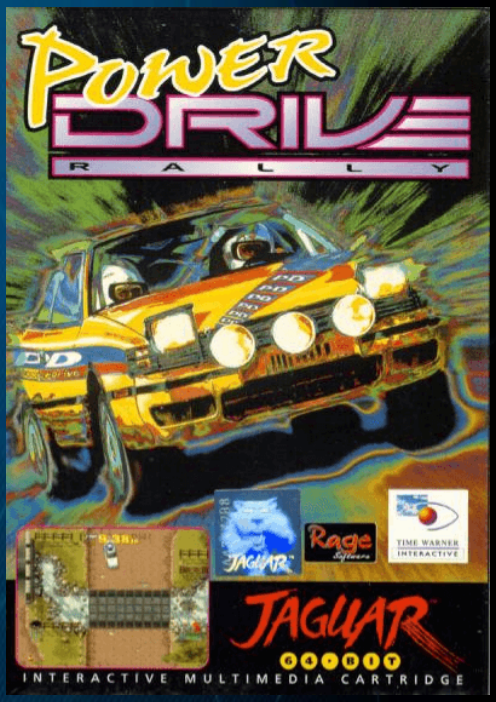
Jaguar 64

POWER DRIVE RALLY

JAGUAR 64-BIT

GAMER

The players participate in various racing events and earn money by qualifying or winning to continue the rally season and repair damage to the car.



Power Drive Rally Received average reviews.

Praise was given to the graphics, variety of tracks, diverse weather conditions, and multiple vehicles, but others expressed mixed opinions regarding the controls and gameplay. Some reviewers also criticized the audio quality

JAGUAR 64-BIT

The Darkness is a first-person shooter video game developed by Starbreeze Studios and published by 2K for the PlayStation 3 and Xbox 360.

The game was released in 2007 in North America and Europe and it is based on The Darkness comic book series published by Top Cow Productions.

The Darkness

GAMER

The player takes on the role of Jackie Estacado.

On the evening of his 21st birthday, Jackie is targeted for assassination by his Uncle Paulie Franchetti out of sheer paranoia that Jackie is after his position as the Don.

The Darkness

2K

The Darkness

GAMER

As night falls, the Darkness - an ancient demonic force which has inhabited Jackie's bloodline for generations - violently manifests and massacres his pursuers.

With his new powers, Jackie gradually dismantles Paulie's drug and money laundering operations.

The Darkness received "favorable" reviews.

The Darkness

2K

The Darkness II is a 2012 first-person shooter video game developed by Digital Extremes and published by 2K.

The game is the sequel to The Darkness 2007 and based on the comic book series published by Top Cow Productions.

The player controls Jackie Estacado, a mafia hitman who possesses a mysterious power called "the Darkness" that grants him supernatural abilities and a pair of Demon Arms.

The game features elements found in role-playing video games such as skill trees, experience, and a four-player cooperative mode.

The player must rescue the soul of Jackie's dead girlfriend, which was trapped by the Darkness in Hell, and confront the Brotherhood, a group of armed cultists trying to take the Darkness away from Jackie.

The Darkness II was released for Windows, PlayStation 3, and Xbox 360 in February 2012.

The game received positive reviews upon release, with critics praising the gameplay, story, pacing, and art style.

Criticisms were directed at the game's short length.

ELITE GAMER

Elite is a space trading video game.

It was written and developed by David Braben and Ian Bell and originally published by Acornsoft for the BBC Micro and Acorn Electron computers in September 1984.

Elite's open-ended game model, and revolutionary 3D graphics led to it being ported to virtually every contemporary home computer system and earned it a place as a classic.

Elite is considered a classic and has earned its place in gaming history.

ELITE

ELITE GAMER

The game's title derives from one of the player's goals of raising their combat rating to the exalted heights of "Elite".

The Elite series is among the longest-running video game franchises.

Elite proved hugely influential, serving as a model for other games including Wing Commander, Privateer, EVE Online,Freelancer,No Man's Sky and even StarField.

The player initially controls the character "Commander Jameson", though the name can be changed each time the game is saved.

ELITE

ELITE GAMER

The player starts at Lave Station with 100 credits and a lightly armed trading ship, a Cobra Mark III.

Most of the ships that the player encounters are similarly named after snakes or other reptiles.

Credits can be accumulated through a number of means.

These include piracy, trade, military missions, bounty hunting and asteroid mining.

The Elite universe contains eight galaxies, each with 256 planets to explore.

ELITE

ELITE GAMER

Due to the limited capabilities of 8-bit computers, these worlds are procedurally generated.

Acornsoft packaged Elite in a box larger than its usual releases, complete with a novella by Robert Holdstock called The Dark Wheel, a 64-page Space Trader's Flight Training Manual, reference card and a ship identification poster.

The Dark Wheel was the first novella to be included for distribution with a video game.

ELITE

ELITE GAMER

Elite received very positive reviews on its launch and the BBC Micro version eventually sold 107,898 copies.

Elite was Firebird's best-selling Commodore game as of late 1987.

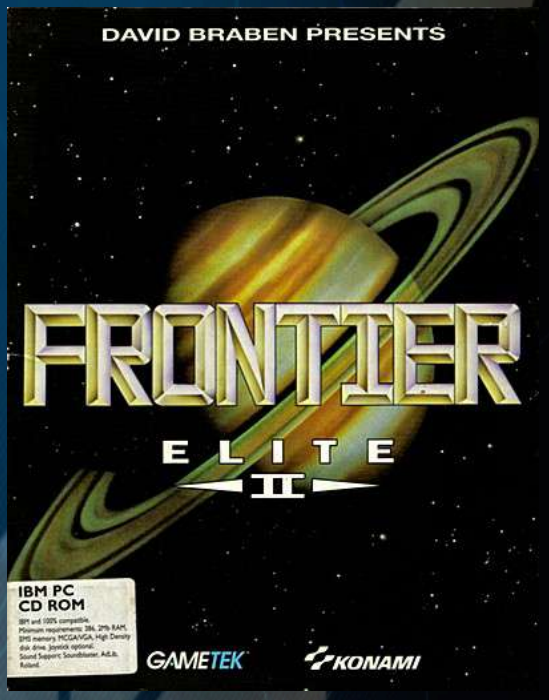
approximately 600,000 copies were eventually sold for all platforms combined.

Elite has often been regarded as defining the genre for space trading games.

Since its release Elite has been credited as being the title that defined the modern space flight simulation genre, a significant source of inspiration for later games in the genre.

FRONTIER ELITE II

GAMER



Frontier: Elite II is a space trading and combat simulator video game written by David Braben and published by GameTek and Konami in October 1993 and released on the Amiga, Atari ST and DOS.

It is the first sequel to the seminal game Elite from 1984.

The game retains the same principal component of Elite, namely open-ended gameplay, and adds realistic physics and an accurately modelled galaxy.

Frontier: Elite II had a number of firsts to its name.

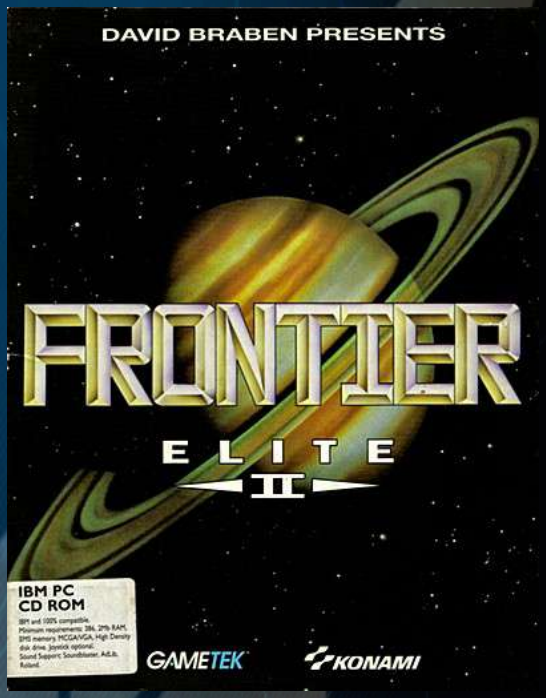
It was the first game to feature procedurally generated star systems.

FRONTIER

ELITE II

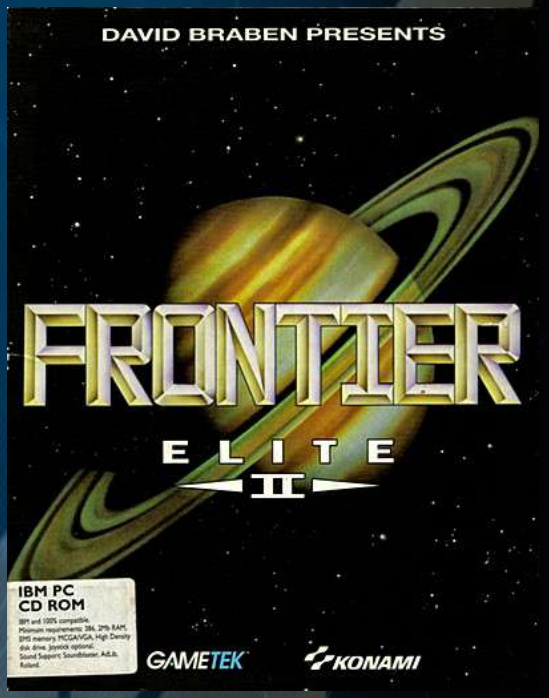
GAMER

These were generated by the game aggregating the mass of material within an early solar system into planets and moons that obey the laws of physics, but which have slightly randomized material distribution in order to ensure each system's uniqueness.



FRONTIER
ELITE II

GAMER



There is no plot within Frontier, nor are there pre-scripted missions as there are the sequel First Encounters.

Instead, players explore space while trading legally or illegally, carrying out missions for the military, ferrying passengers from system to system, engaging in piracy or any combination of the above.

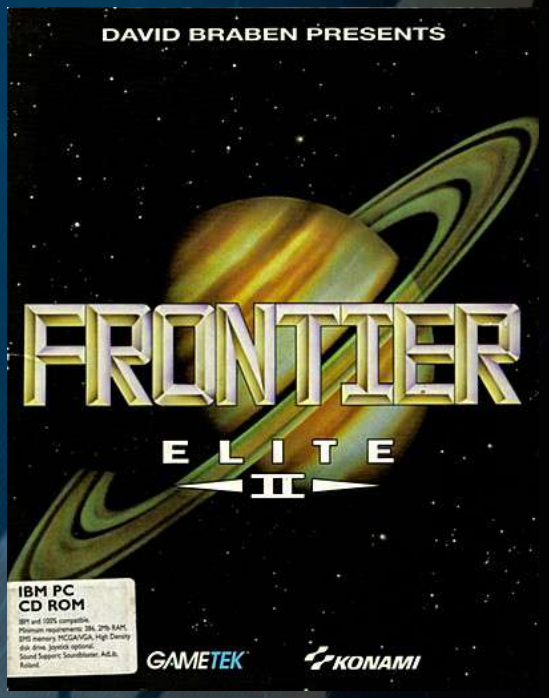
As a consequence, Frontier cannot be completed or "won", and players instead decide what to aspire to and set out to achieve it.

Frontier Elite 2 is a worthy successor to Elite, and another classic in its own right.

FRONTIER

ELITE II

GAMER



In Frontier, the player begins in the year 3200 and assumes the role of one of Commander Jameson's grandchildren, having inherited one hundred credits and an Eagle Long Range Fighter from him.

players can earn money by whatever means they feel is appropriate for there play style.

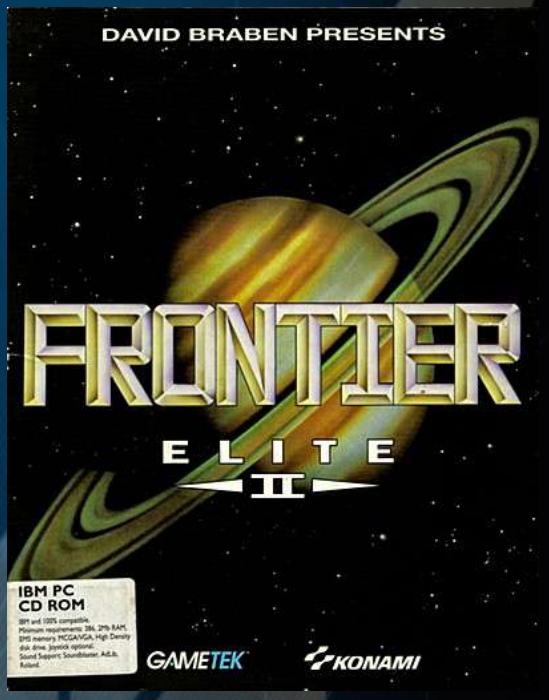
Though the plot is minimal, some background information about the universe of Frontier is provided.

There are two major factions in the galaxy: The "Federation", based in the Sol system, and the "Empire", based in the Achenar system.

FRONTIER

ELITE II

GAMER



These two factions are bitter enemies, but at the time of the game they have established a tense cease-fire, akin to the Cold War.

Players are free to side themselves with the Federation, the Empire, both, or neither; the game does not restrict one's political career.

Both sides have military forces that a player can run freelance missions for, with successes leading to a military promotion.

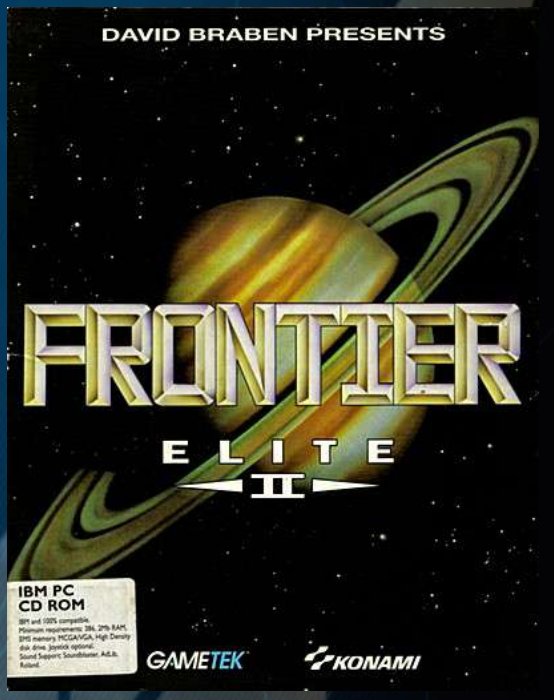
The ranks of the Federation and Empire are independent of each other.

Playing for both sides adds to the difficulty to acquire a rank promotion for either.

FRONTIER

ELITE II

GAMER



Comparisons with Elite Frontier has more advanced graphics than Elite, but this is mostly due to the differences in the underlying computer platforms, as the Amiga, Atari ST and IBM PC offered much more power than the BBC Micro and Commodore 64.

The graphics engine was advanced for its time, featuring curved Bézier surfaces, and texture mapping in the PC version.

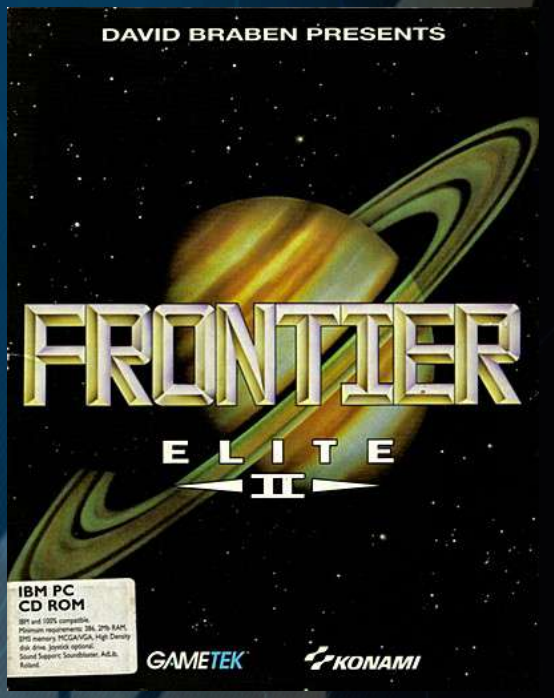
Frontier operates on a very large scale compared to previous game.

It is possible to free-form seamlessly land on planets, something not possible in the first Elite.

FRONTIER
ELITE II

GAMER

Frontier: Elite II was published on a single floppy disk.



For the Amiga version, this is a single 880 KB disk.

Disk 2 was only a selection of interesting saved games, and for the PC/DOS platform a 720 KB double density floppy.

For the Amiga version, the actual executable file was only around 400 KB (uncompressed), its small size partly due to the entire game being written in assembly language while its universe was mostly procedurally generated.

Frontier Elite 2 received near-universal critical acclaim by the media.

DIDDY KONG RACING

GAMER

Diddy Kong Racing is a 1997 kart racing game developed and published by Rare for the Nintendo 64.

Diddy Kong Racing features five worlds with four racetracks each, and the ability to drive a car, hovercraft, or pilot an aeroplane.

Due to the delays of Banjo-Kazooie, Rare felt that they needed a stronger intellectual property to attract a wider audience for a game.

NINTENDO 64

DIDDY KONG RACING

GAMER

Diddy Kong Racing received critical acclaim upon release.

The graphics, audio and gameplay were among the most lauded aspects, while some criticism was directed at the game's repetition.

It sold 4.8 million copies since release and stands as the Nintendo 64's eighth best-selling game.

NINTENDO 64

STREET RACER

GAMER

Street Racer is a racing video game published by Ubi Soft for various systems.

It was released for the Super Nintendo Entertainment System in 1994, Sega Mega Drive in 1995, PlayStation, Sega Saturn and Game Boy in 1996 and PC and Amiga in 1997.

Marketed as a "cross between Mario Kart and Street Fighter"

Street Racer game combined racing with comedy and beat 'em up influenced violence.

The game was a success on the SNES and Mega Drive and received mixed reviews across platforms.

STREET RACER

GAMER

"Street Racer remains very playable and challenging and is especially fun in multi-player mode.

Street Racer was inspired by Mario Kart.

One of the main selling points of the later PlayStation and Saturn versions was that they supported up to eight players on a split screen.

As in many racing games, the AI in Street Racer adjusts itself according to the player's performance, becoming harder to beat if the player does well and easier to beat if the player makes mistakes.

STREET RACER

STREET RACER

GAMER

Street Racer game includes a "Rumble" mode in which players attempt to force opponents from an arena.

The "Soccer" mode is a free-for-all football match with one goal and in which players tackle by colliding with the opponent.

The game's characters including Surf Sister and Frank Instein possess unique power-ups such as the Screaming Banshee, Batmobile, magic carpet and tri-plane.

Street Racer is a Fun game and one of my personal favorites of all time.

STREET RACER

VIDEO GAME QUIZ GAMER

Gamer Quiz Nov 2024

1) What Year was was Far Cry 3 Blood Dragon Released ?

2) If you where playing as Faith Connors which Parkour style game would you be playing ?

3) Power Drive Rally Was released on Which Console 1995 ?

VIDEO GAME QUIZ

VIDEO GAME QUIZ GAMER

Gamer Quiz Nov 2024

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2013

2) If you where playing as Faith Connors which Parkour style game would you be playing ?

Mirror`s Edge & Mirrors Edge Catalyst.

3) Power Drive Rally Was released on Which Console 1995 ?

Atari Jaguar

VIDEO GAME QUIZ

VIDEO GAME QUIZ GAMER

Gamer Quiz Nov 2024

4) Jackie Estacado is the main Character in which Video game Series ?

5) Elite was first released on which Home Computers First ?

6) Frontier is the Second game in which video game series ?

VIDEO GAME QUIZ

VIDEO GAME QUIZ GAMER

Gamer Quiz Nov 2024

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Darkness

5) Elite was first released on which Home Computers First ?

BBC Micro Computer and Acorn Electron.

6) Frontier is the Second game in which video game series ?

Elite

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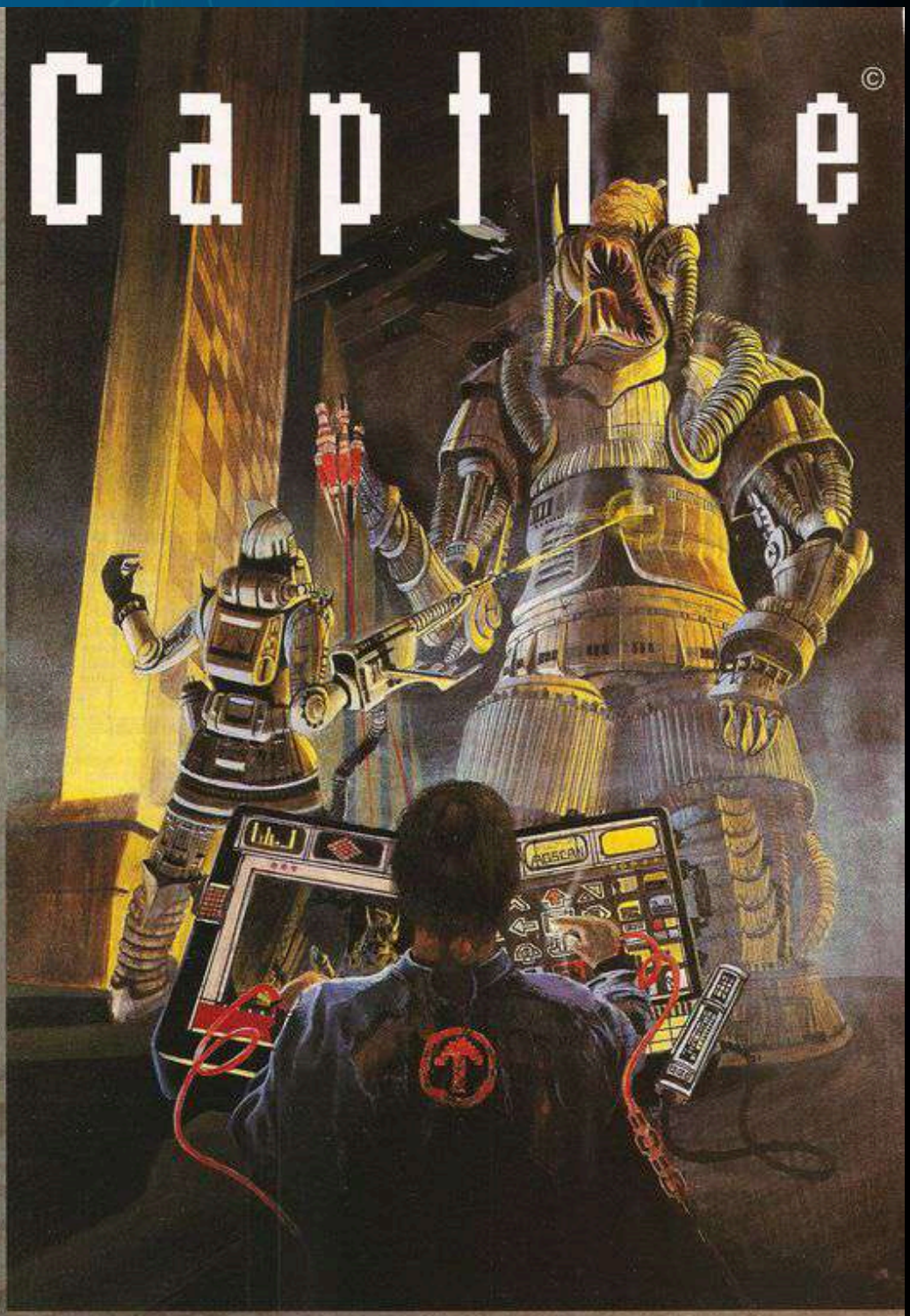

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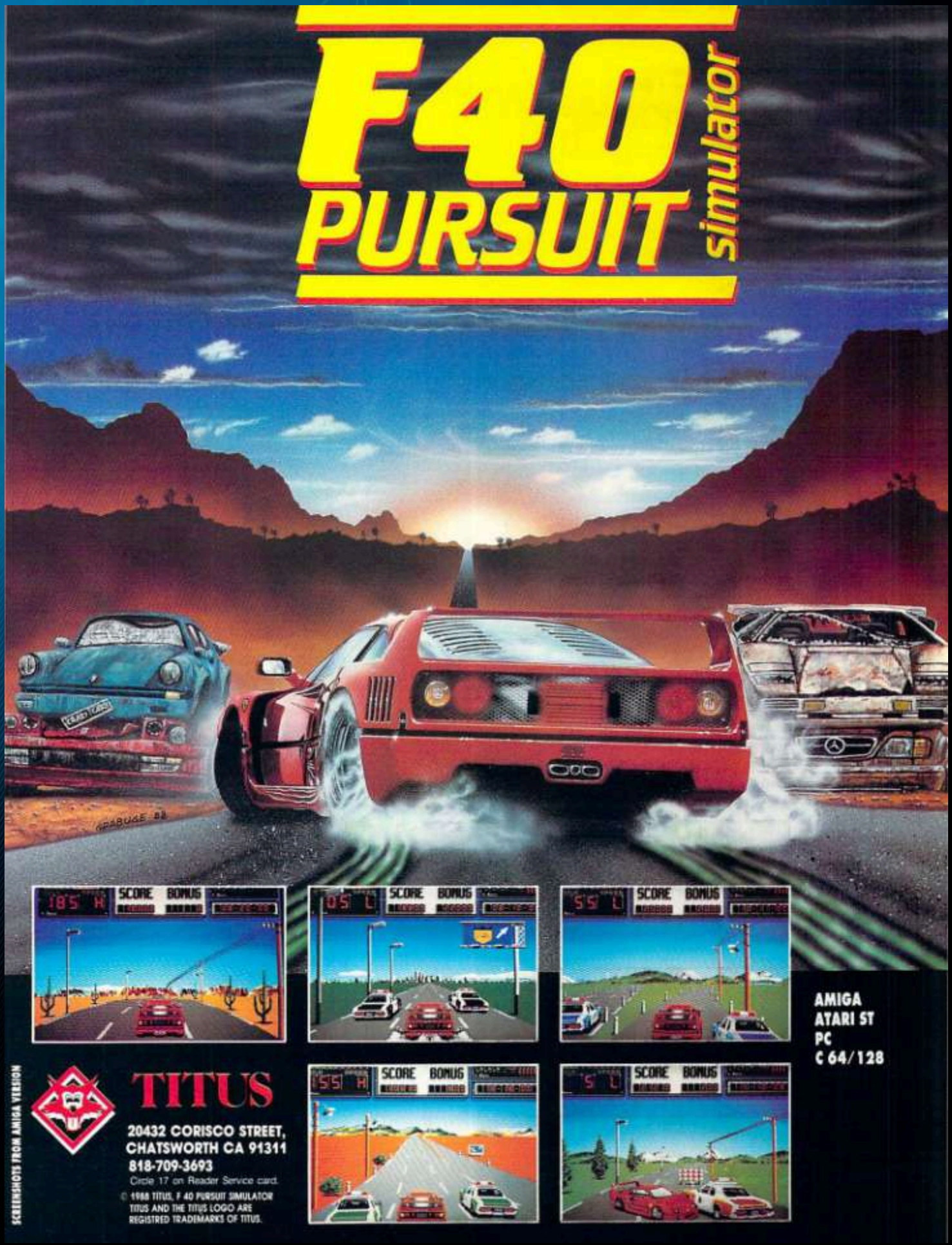
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